



PAGE WORLD



NEWSLETTER OF THE
PENINSULA ATARI COMPUTER ENTHUSIASTS

AUGUST 1987
VOL 7 NO. 8

PAGE DATES

A new calendar is included in this month's PAGE WORLD, a calendar that accepts multiple Print Shop icons and covers parts of two months.

Epyx recently released a calendar program for the Commodore which uses Print Shop icons, fonts and borders. I liked the idea of being able to use multiple graphics and considered the possibility of using the program to print the PAGE calendar.

My first attempts resulted in a calendar with several glitches and I was disappointed to find that months that had days in six different weeks were printed with the last day or two at the beginning.

I wanted a calendar that would coincide with publication of the PAGE newsletter and I wanted to be able to use multiple graphics.

Not being a programmer, my solution was to find some other program that might accept a calendar template.

Knowing I could use multiple graphics with News Station I decided to create my template with that program.

News Station is 80 columns across, which didn't divide by the seven days of the week. I made-up seven columns, each ten spaces wide. The left side template has three days (S-M-T) and the right side has the other four (-T-F-S), allowing for other information to be placed on the left side.

After loading each template the six or 8 days which appear on the plate are ready for insertion of graphics and/or text

Labor Day, meeting days and other days were enhanced with icons or messages.

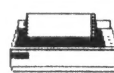
The project took some time to prepare, but now that the templates are complete it should be possible to run off a new calendar each month pretty quickly and get a good printout.

1
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7

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PAGE DATES



S	M	T	W	T	F	S
16 	17	18	19	20	21 ^{6 PM} 	22
23	24	25	26	27 	28	29
30  LAST DAY FOR YOUR ARTICLE! REVIEW A PROGRAM! REVIEW A NEW GAME	31					
		1	2	3	4 	5
6	7 	8	9	10	11	12
13 	14	15	16	17	18  6:00 PM GLORIA DEI	19

President's Column

I usually read "The End User," Arthur Leyenberger's monthly column in Analog. (Sometimes it is the only reason I purchase the magazine.) Leyenberger frequently comments on marketing and new releases from Atari and some of the other major players in the home computer industry. After reading his column for this month, and some of the messages on the PACE BBS, I thought I might reflect on some of the recent moves by Atari Corp.

MORE VAPORS???

Does anyone remember the 130XEP? It was one of four third-generation 8-bit machines announced soon after Jack Tramiel took over Atari. It was said to have been a machine much like the portable version of the Commodore 64. I would have bought one of those in a heartbeat. Imagine the flexibility allowed by being able to take your computer anywhere. This would be good for a college student, especially one that commutes and finds himself wasting time he could be spending using his computer. (Me.) Unfortunately, it vaporized. Too bad.

Another piece of hardware has been announced that I hope will not become vaporware before it arrives on store shelves. It has been about a month or two since the Atari-specific magazines have reviewed the XEP-80, the new 80 column box for the 8-bits. Again, I would buy one in a heartbeat, but I can't find one anywhere. Sometimes I wonder if the 80 column card, a good 3 years overdue, will go the way of memory upgrades and other upgrade-oriented hardware. I hope not.

Leyenberger suggested in the June 1987 Analog that the lack of upgrades is strong evidence that the current user is not most important to Atari, but rather the potential user, who will lay out large sums of money for a complete system. Time will tell if Leyenberger is correct with his assertion.

Parallel vs. Joystick Port

Although I like the XEP-80, I have serious reservations about using the joystick port for data transmissions. In the spring, 1987 Atari Explorer, John Skruch, associate director of computer software for Atari, said that the joystick approach gave all users "...access to this kind of significant upgrade."

While I understand this approach, I don't understand why they couldn't have simply put on two ports: one for a joystick cord (detachable so you can get it out of your way if you don't want to use it), and a parallel port with cables for both the 800XL and 130XE parallel ports. A parallel port can read or write 8 bits at a time to an external device, while a joystick port only can input/output 4 bits at a time. This means a parallel port could transmit at twice the speed of a joystick port. While the speed difference would probably not be noticeable when doing i/o to the screen -- where most data lengths are short -- it would be noticeable when using the printer port, especially in a high data amount application such as Print Shop.

A parallel port would also allow the placement of any configuration software being placed in ROM and read into memory on powerup, instead of read from disk. I'll have to wait until I get one and see how it performs.

Treasurers Report

As of July 29, 1987 the treasury has \$308.69.

The following disbursements were made during July:

Raffle tickets-----\$75.24
Picnic expense-----\$11.07
Newsletter, misc-----\$10.71
Newsletter, printer----\$30.00
Newsletter, bulk rate--\$25.00
Newsletter, stamps-----\$22.00
ODDX/PACE phone bill---\$28.56

\$202.58

The following deposit was made during the month of July:
\$105.00

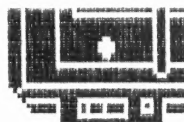
New Memberships: Byron Youngblood, John Crawford and John McColman

Renewals: Dave Koster, Jeff Cleveland, Kevin Johnson and Shannon Hendrix

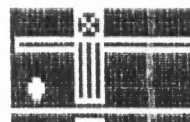
The following memberships are overdue and subject to deletion from our mailing list: Chris Benner, Robert Bradley, Vinnette Dephillipe, Bernard Ellis, Kent Herring, Ronald Luff, Al Materia, Richard Moody, William Powell, Ed Prior, Steve Smicker, Noel Talcott. If your name is on this list PLEASE get in touch with me or Joe Cullen as soon as possible.

Remember - your expiration date is on your mailing label. We do not send individual reminders telling you that your membership is about to expire. It is your responsibility to pay your dues on time, although we give you a one month grace period.

We are planning many exciting things for the upcoming year. We expect to get involved with STATUS and we will going to the HAMFEST in October. Atari has already responded to a request for support from STATUS. Don't miss these events just because you didn't pay your dues and didn't get our newsletter.



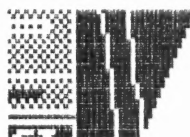
H1



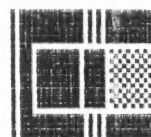
H2



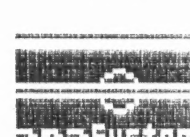
H3



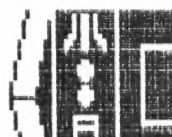
H4



H5



H6



THIS IS AN ENLARGED VIEW OF A PRINT SHOP ICON, AN ATARI 810 DISK DRIVE.

CAN YOU IDENTIFY THE SIX DRIVES ABOVE? WE'LL GIVE A PRIZE TO SOMEONE WHO'S ABLE TO IDENTIFY ALL SIX DRIVES. IF YOU THINK YOU KNOW ALL SIX BRING THE ENTRY TO THE NEXT MEETING. IF THERE IS A TIE THERE WILL BE A DRAWING.

1. _____ 2. _____
3. _____ 4. _____
5. _____ 6. _____

LIBRARIAN'S CORNER

Greetings to all Pacers for the hot, muggy, "Dog-Days" of August! Is it hot enough for everyone!? Yes, indeed, it is! Since it IS so warm, a lot of indoor time will be donated to your computer, so let's get started!

We have some very nice programs to share this month for both 16 and 8 bitters... for the ST we have a host of new programs for your enjoyment including JUGGLER.ARC, the infamous demo from Amiga ported to the ST (you need 1 meg. to run this one!), HBDEMO.ARC, the beta PD demo of HARDBALL! which has excellent graphics, WHEEL2.ARC, the "new and improved" version of Wheel of Fortune, SPECTRUM.ARC, the beta PD version of the forthcoming program from ANTIC, THEMEN.ARC, an excellent PD database-type program, and The newest version of Uniterm, UNITERM7.ARC complete with an Autodial that WORKS, and lots more, too many to mention here!

For the 8-bits we have the DAISY DOT FONT EDITOR DISK #2, a really great companion for the DAISY DOT DISK that includes 14 more NLD fonts made up special by our own Steve Fishbein (thanks Steve!). This disk is certainly worth your while to get for your EPSON or true compatible printer! You may also create your own NLD fonts to use for special occasions and the like. Also, for HAPPY USERS, we have an excellent disk all the way from HAWAII called the HAPPYXL INFO DISK (Side 1) and the HAPPYXL SUPERBOOTER DISK (Side 2). This whole disk gives you information on HAPPY, 256K upgrades, XE/XL ramdisks, etc. All of the docs are on the disk to boot! (Pardon the pun!), and last but not least the ACTION! PD RUNTIME DISK PACKAGE, another excellent whole disk with demos, programs and docs.

Well gang, there you have it for this month. At this time I'd like to thank Dave Koster, Dave Williams, Steve Fishbein, Mike Finn, Jeff Cleveland, Joe Cullen, Al Materia, Jr., Rafael Benet, Ron Hunt, Jr., and Blake Patterson for all of their time and trouble getting, uploading and donating most of these programs so that we may all enjoy, share, and benefit. See you next time!

##Maria##

ST REVIEW

by Maria W. Campbell

Over the past several weeks I have picked up two new ST programs, 10TH FRAME, by ACCESS SOFTWARE, and STARGLIDER, by RAINBIRD/FIREBIRD SOFTWARE (published in the UK; USA licensees FIREBIRD SOFTWARE). I have to say that both are EXCELLENT programs.

First off we have 10TH FRAME... This is a game that will take you away from your own local bowling alley to your ST right at home, it is so realistic! This game is a simulation that gives you the look and feel of real bowling by blending great graphics, sound, and gives you a "true" 3-D perspective view. You may bowl in leagues, teams, or open bowling at three levels: Kids, Amateur, or Pro, and you have "real" shots to make by throwing the ball straight or hooking, and you also have real pin action and sounds! Of course as in real bowling, you can get strikes, spares, and yes, "open" frames, and even splits. Only once did I convert a 7-10 split, and I think that was pure luck! The pins falling down sounds like the real thing, and if you get a strike, "the people" will clap loudly

and whistle, and you'll hear a very clear "digitized" YEAH! If you convert a spare, you will get some cheers and claps, too. You can even PRINT OUT your scorecards! A really great game for 1 to 8 players. Bring on the drinks and pizzas! Nicely done!

Speaking of "digitized" sound, next up we have STARGLIDER... The opening screen has a great picture of your spaceship, and the sound is really GREAT! IT SINGS "STARGLIDER!" with a "rock-track" soundtrack to boot! You get "voice" instructions all thru the game as well as more singing/music during the "intermissions". When I first heard it I said, "Okay, folks, where is the CD?", I mean it's THAT good... it does not sound like a computer at all... anyway, this is a 3-D combat space flight-simulator that is truly arcade quality with "vector" graphics. Your mission is to engage in combat with the enemy, the Ergon air and ground forces, led by the infamous Hermann Krudd and his terrible troops. The stardate is 3429.6.87 and while Krudd and Co. have the most sophisticated spaceships and weaponry in the galaxy at this time, you have a spaceship that's called an (A)irborne (B)round (A)ttack (V)ehicle. Your AGAV is 800 years behind the times; you are out-gunned, and out-manned, but you are more maneuverable. Let me say, this isn't easy at all! It's tough just to stay alive in this game, it is very hard to find out how to refuel, get more lasers and missiles, to dock for repairs in the silos, let alone to FIND one... the manual that comes with STARGLIDER only HINTS at "how-to-do-this", but really you are on your own to fly-by-the-seat-of-your-pants... so to speak; you'll have to find out by yourself thru trial and error on what to do, and when, and it's fun, but tough! It takes several hits on the enemy just to destroy them; some of them can take anything that you can dish out, except a missile hit in the "right" place... and you may carry only two missiles aboard at a time. Although STARGLIDER is indeed a challenge, for those of you who like "shoot-'em-ups", lots of action, and want to save the universe just one more time, I'd recommend it highly... but I think that for now I'll enjoy 10TH FRAME because... I can bowl better than I can fly!!

##MARIA##

ChessMaster 2000, ST version.

by Lamar Rogers

I enjoy chess programs. In the past, on my eight bit Atari, I have owned or used ATARI Chess, Parker brothers Chess, Chess 7.0, MYCHESS II, and ChessMaster 2000 for the eight bit Atari. There's something almost magic about a program that seems to think. When you think of the possible moves during a midgame, or the precise play required to win an endgame, it boggles the mind that a microcomputer can do this. ChessMaster 2000 for the ST is by far the most powerful chess program I've owned.

There are a number of "nice to have" features on this program, and only a few complaints. First off, the program is copy protected, but if you send in a form that comes with CHESSMASTER 2000, along with \$10, the company will send you a "personalized" unprotected copy of CHESSMASTER 2000, that can be run from hard drives, copied to doubled sided disks, and backed up using standard GEM desktop methods. On the minus side, this program requires 2 disks to run. If you have 2

drives, you can boot up the program with disk 2 in drive 2, and the program will execute uninterrupted, but if you have one drive, the program will prompt you with: "place disk B in drive A and press RETURN". Disk B is NOT copy protected, and the documentation suggests you make a backup of this disk, and use a working copy. Disk B contains the files for the digitized phrases, (more about that later), 100 of the classic chess games, and your old games, or games in progress. CHESSMASTER 2000 has many extra features that only show up on the ST version. For instance, there are digitally sampled phrases on each disk, where a person has spoken phrases into a microphone, and they were digitized, and saved as files on the disk. When you boot up the first disk, You see the logo "THE SOFTWARE TOOLWORKS", and the ST says; "The software toolworks presents....", and then after a disk access, the screen switches to a picture of the "Chessmaster", and says; "The Chessmaster 2000." After disk B is loaded, the program says; "I'm the Chessmaster, wanna play a game?". Talk about user friendly! However, here is the next minor complaint. The voice is interesting, and novel for the first few games, but hearing it before every one of your moves begins to get distracting. It will say; "Your move!" in a somewhat brusque voice. The other alternatives to indicate it's your move is: music (horrible), or bell (not as bad), but my favorite is silence.

The other major advance in CHESSMASTER 2000 over my older chess games, is the graphics. Both MYCHESS II, and CHESSMASTER 2000 for the eight bit Atari, have 3D graphics, but the eight bit's lack the resolution to easily play chess in 3D. The pawn looks too much like a bishop, and can "hide" behind a bishop or rook. Also, the queen looks too much like the king. A player spends more time trying to decipher the pieces, instead of thinking of strategy. This is not the case with CHESSMASTER 2000 for the ST. The monochrome graphics are excellent, and the color graphics gives you the choice of wood or metal chess sets, and the option to change the square colors, if you don't like them.

But enough of sound and graphics, let's look at some other features of CHESSMASTER 2000. Moving is one of the nicest enhancements of the ST version. Moves are entered using the mouse, with the familiar arrow replaced with a hand. To move a piece, just position the hand on it, and press and hold the left button. After moving the piece to it's destination square, release the left button, and the piece will set down, and CHESSMASTER 2000 will begin to think of it's reply to your move. If you want, moves can also be entered via the keyboard, in algebraic notation (b1-c3). There are 12 levels of play against CHESSMASTER 2000, ranging from 1 move every 5 seconds, to 1 move every 10 hours. The NORMAL play function is the default play, with CHESSMASTER 2000 choosing between several responses. A user can select BEST play, with the computer always making the move it thinks is best, or COFFEEHOUSE, with an increased chance of alternate (usually weaker) moves. This program doesn't leave out the beginner player either, even if you barely know the moves of the pieces. There are two options just for newcomers to chess, NEWCOMER STYLE, and TEACHING. When NEWCOMER STYLE is on, CHESSMASTER 2000 will play its weakest games. This allows a newcomer to get a "feel" for the moves and rules of the game. When TEACHING is on, and a piece is selected to move, a shadow of that piece is displayed on

well written, and good use is made of drop down menus, but if you want to concentrate more on chess than "mouseketeering", the program makes good use of function keys and the keyboard. For instance, the two functions that most people, myself included, will use are: TAKE BACK A MOVE, and ASK ADVICE. These are done using [UNDO] (for take back a move), and [HELP] for ask advice.

Some other nice features of CHESSMASTER 2000 are as follows; SAVE CURRENT SETTINGS, (allows you to configure CHESSMASTER 2000 to select your options on boot-up), EASY mode, (CHESSMASTER 2000 doesn't think while you make your move), OPENING BOOK, (library of 71,000 opening moves), CHESS CLOCK, (times the game), ROTATE BOARD, (90 or 180 degrees), PRINT MOVES, SETUP board, ANALYSIS of game, and SOLVEMATE. This program should be considered if you enjoy chess, or even to learn the game. It's \$44.95 from The Software Toolworks: One Toolworks Plaza, 13557 Ventura Boulevard, Sherman Oaks, CA. 91423 (818) 907-6789.

REVIEW-THE LURKING HORROR BY JOE CULLEN

Infocom has struck again with a great new text adventure. Author Dave Lebling draws upon the combined styles of Stephen King and H. P. Lovecraft in this chilling and nightmarish tale of horror and mystery.

Your character begins as a student using a computer terminal to do some homework. Sounds familiar doesn't it. All of a sudden, strange images appear on your screen drawing you into what is the start of a great and powerful mystery that hangs over the halls of the school. You must search the dimly-lit corridors, storage rooms, and weird passages to solve the mystery.

The game is well packaged, as are all the Infocom games. Many surprises lie inside the package as well as one little fellow with quite a few legs. (surprise) The game is of the same quality we have come to expect of Infocom and it is well worth the money.

I suggest that all you gamers that want another great challenge go pick up a copy of THE LURKING HORROR today and get set for a terrific adventure in horror.

PACE ST RAFFLE! - Dave Koster

Thanks! to all the hard working PACE members who have been out there selling those raffle tickets. We have raised over \$500 so far and have already purchased one of the two 520ST systems we need. There are still about 400 tickets out there being sold, which will easily put us over the amount we need to call the sale an outstanding success. However, let's not rely on all those being sold. We still have tickets available, if you haven't picked up tickets to sell, please lend a hand. Call any officer or give me a call and we will get the tickets to you.

The drawing is September 18th, don't let your friends and co-workers be denied their chance to own a powerful and fun ST computer system. For those of us with tickets yet unsold, it's time to start cranking up and finding new ways to sell. Out-of-town relatives, professional organizations, let's go! We need to push, it means alot to Gloria Dei and PACE!

If you need help or have questions, don't hesitate to call me at 838-9614.

Thanks again for supporting PACE!!

PACE IN CAPE MAY

Greetings from New Jersey! In case there is anyone out there who does not already know, Chester, Brandy and I moved last week to Cape May, New Jersey. While we haven't had time to do too much exploring, preliminary observations are NOT good. Thus far we have only found two computer stores that carry Atari software. One of them only has very old software, but at least they're only charging \$5.00 each for them. The other place is a Software City, but they only have about five or six pieces of software (the most recent of which is Print Shop!), and they're still charging full retail prices for them!

We asked the owner of the Software City if he knew of an Atari User Group in this area, and he as much as laughed at us. Of course, we could always start our OWN club, but with only three members - all with the same last name - I doubt if we would last very long!

The reason for this whole depressing story is to let all our PACE friends know that we still consider ourselves part of PACE, and we intend to remain in touch. As a matter of fact, I was informed by our illustrious newsletter editor that we WILL be expected to submit our newsletter articles as usual. I already have plans for a couple of software reviews for a future newsletter. They are reviews of the two newest offerings from Infocom: STATIONFALL, which is a sequel adventure to PLANETFALL, and THE LURKING HORROR, which is reminiscent of a Stephen King novel.

I also want to extend an invitation to all our friends to come up and visit us. In case you need a bit of incentive, we are less than five minutes away from some beautiful beaches, and less than an hour away from Atlantic City.

Take care everybody, and let us hear from you guys! (Joe has the address and phone number.) Until next month.....

LINDA MARKS

GUNSLINGER

GUNSLINGER, from Datasoft, is a graphic-text adventure set in the old West. As ex-ranger Kip Starr, your goal is to find and rescue your one true friend, James Badland. According to the telegram you just received, James is south of the border, behind bars and due to be HUNG in just two days! So saddle up and get going!

The game consists of three disks, front and back. There are six areas to explore (and hopefully survive) before you reach your destination. You will visit two towns, one inhabited, the other a ghost town, an abandoned mine, an Indian village, and a U.S. Cavalry fort. You will be travelling on foot, mule, horseback, canoe and train. Needless to say, you will encounter your share of "bad guys", so be on your toes!

Game play is really quite simple - you can use a joystick, the keyboard, or a combination of both. On the screen, beside the graphic representation of your location, are the lists of acceptable commands. There are separate lists for verbs, nouns and prepositions, all of which can be viewed

and/or chosen with the joystick and fire button. Or, you can simply type in your commands. Having the lists of available vocabulary makes this an excellent adventure for first-time adventurers, as they don't have to spend lots of time trying to figure out which commands are recognized, but can instead concentrate on solving the many "puzzles" encountered. On the other hand, as a long-time adventurer, I found some of the "puzzles" too easily solved just because I KNEW what commands were available.

There are a few other complaints I have. First is the game's occasional lack of understanding particular words or sentences which it previously understood perfectly. For instance, in a certain location, near a river, if you type "SWIM RIVER" it will respond "THAT WOULD BE MUCH TOO DANGEROUS". However, at a different location, also near a river, if you typed the same thing it would respond "I DON'T UNDERSTAND THAT SENTENCE". There are many other instances in which this type of problem occurs, and I find it detracts from the game. There is no reason for this type of "selective amnesia" in a well-tested game.

The next complaint is much more annoying. Even though the game is on six disk sides, it only uses one drive. That means lots of disk swapping, both while playing and while saving a game in progress. Again, not major, but certainly annoying.

Now let's talk about the documentation that comes with GUNSLINGER. To begin with, it is practically non-existent. You get a brief description of the game, some instructions on using the joystick (which are worded as if we have the intelligence of a turnip) and a couple of "hints" that I think were only included to fill up the rest of the page. The entire thing is only two pages, and the really aggravating thing is that it is ALL COMMODORE SPECIFIC. There are detailed instructions to load and run the game, how to format a save-game disk, and which keys to use for different things ONLY FOR A COMMODORE. On a separate piece of paper, it says if you have an Atari, see the Commodore instructions. Personally, I find this very insulting. Are we Atari users just an afterthought, or what?

After all my complaining, I think that GUNSLINGER is still a decent adventure. Not great, but I think new adventurers especially will enjoy it. As of this review I haven't finished it (I'm in the fifth of the six locations), so I don't know how it ends, but I intend to find out. Overall, I must say I'm pretty disappointed in this offering from Datasoft, though that's just MY opinion.

Linda Marks

ATTENTION: WANTED

Wanted: Atari Touch Tablet or Animation Station or Koalapad. Please contact Tim Brown at 868-9137 if you have one to sell or trade.

Thank you,
Tim Brown

ACE OF ACES
by Steve Fishbein

Last year one of my contributions to PACE WORLD was an article examining some of the Commodore programs which had not been released for 8-bit Atari computers. Included in that group were Infiltrator (a helicopter simulation) from Mindscape, Hardball, a baseball game from Accolade and Ace of Aces, an excellent flying program from Accolade (64K only).

The object in Ace of Aces is to complete four missions in your British Spitfire plane, attacking a German troop train, sinking subs, knocking down buzz bombs and winning dog fights in the air.

The game offers a practice mode for each task - and I can assure you that you will need lots of practice - as well as single or multiple missions.

The graphics are superb with several views which can be controlled by joystick or number keys.

In addition to the normal forward perspective, one can look right and left, operating engines on each side with realistic looking propeller movement, using a fire extinguisher when you see an engine on fire, and raising or lowering flaps.

A view of the bomb bay shows what weapons are still available and a bomb sight operates with the bay doors open.

The navigator's view is a map showing your location and the location of your targets while another screen shows your status and points scored, which in my case has been pretty bad.

With few games released for the Atari recently it's encouraging to see that some of the best software for other computers is again being translated for the Atari. Accolade deserves an "accolade" for releasing Ace of Aces for the Atari.

FLIGHT SCENERY DISK 7

Sub-Logic, continuing to support the Atari FSII program, recently released scenery disk 7 for the Atari, which has more than passing interest because it covers the southeast, including Hampton Roads.

The two commercial airports, Patrick Henry and Norfolk, are on the map along with Langley and the Oceana NAS, but the Norfolk NAS was omitted.

Land areas are well defined along with major roads. I-64 and Mercury Boulevard are easily spotted along with the Hampton Roads Bridge Tunnel and the Coleman Bridge at Yorktown.

Disk 7 includes Washington DC and views of the Capitol, Washington Monument and other buildings; the Jacksonville Area includes Cape Canaveral and many gantrys. Miami has several major buildings and one can even fly to Nassau in the Bahamas and the Charlotte, NC sectional completes the areas.

Documentation is greatly improved with this disk. Several flights are suggested with things to look for, similar to the flights suggested in the series of books by Charles Gulick.

GRAPHICS TRANSFORMER

One of the most useful programs ever published in Antic was the "Rapid Graphics Converter" which converted graphics from one format to another. That program, accompanied by Graphic Shop, made it possible to use a number of graphic files in other applications, including conversions to Print Shop.

Alpha Systems has released Graphics Transformer, which accomplishes the same tasks as RGC and GS, but does it in fewer steps. The Alpha Systems program also provides a conversion of Typesetter graphics to other formats. To demonstrate the capabilities of Graphic Transformer I created the Disk Drive Quiz.

The puzzle pictures were first taken from typesetter drawings and enlarged to a full screen. Then I converted to Print Shop format, blocking a small part of the full screen. The Print Shop icons were then put on a News Station plate and the numbers added.

Graphics Transformer also converts graphics directly to Magniprint format for those who have that Alpha Systems program.

FROM THE ASSISTANT EDITOR.....

Last week I took some time to read through a number of newsletters from other Atari user groups. There seemed to be a great deal of similarity in the comments that the 8-bit Atari computer is "dead" and that the ST's are continuing to grow.

I certainly wouldn't argue that the ST's are growing. The dis-interest in software publishers of producing new material for the 8 bits would be an indication that interest is waning.

There is a possibility that the renewed interest in "game machines," and the release of the 65XE game version will create a market for producers to write new programs which could also be used with the other Atari computers.

It was particularly interesting that in a Commodore publication a similar article discussed the continued support of the C-64. Commodore has been wise in up-dating their existing machines as well as creating new, more powerful computers.

The point I want to make, however, is that Atari owners already have a tremendous base of software available to them so the 8 bit machines can be as useful in the future as they are now. If there are to be no more new games for the Atari then the solution is to get a new computer for games, but I'll continue to use my Atari for applications.

A couple of years ago, when I joined PACE, I contributed a few articles to the newsletter. My schedule makes it difficult to get to meetings on a regular basis now so I've volunteered to replace Linda Marks as the Assistant Editor to Joe Cullen.

Oddly enough, both the Editor and his assistant will have difficulty getting to meetings in the next few months, but I think PACE members will continue to be pleased with both the content and the layout of PACE WORLD.

PACE WORLD REVIEW

PUBLISHING PRO EDITION

PUBLISHING PRO REEVE SOFTWARE

Publishing Pro is an advanced version of News Station which lacks much of the versatility NS offers. That sounds strange, but Publishing Pro can produce a full page of text and graphics without using plates but fonts and sizes cannot be changed within an article.

PP material must be entered using X and Y coordinates. Banners and headlines are entered first and then areas for copy and graphics are blocked out for direct or disk entry of text files or graphics.

Publishing Pro provides an on screen outline of where the headlines, articles and graphics will appear on the page, but no copy is seen.

For this page I entered a large headline at X81 (the centering command) and Y2 (2 lines down). The sub-head in smaller type, was entered at X81 for centering and at Y8.

I left a blank space from Y11 to Y20 to allow later insertion of a column header. I then took a text file I had prepared with Paper Clip and saved it in ASCII form, with a left margin of 1 and a right margin of 39.

Paper Clip works very well with PP because material can be saved to match PP columns perfectly, which also provides an exact count of line space needed for the column.

I determined that this column would be exactly 53 lines long, a figure that would be needed when loading the copy into a PP column.

Once completed, a Publishing Pro page may be saved to disk as a News Station page of eight plates, or it can be printed. Saving the page in plate form permits some final editing.

Preparing a page using Publishing Pro requires extensive planning to properly locate the headlines, text and graphics at the correct coordinates, but a little practice makes it fairly easy to work up a page.

At right is the original PP page. I added some lines to separate all of the columns, enlarged the sub-heads, typed in this paragraph and pasted in the reduced original for comparison.

NEWS STATION COMPANION

News Station Companion is a welcome addition to Alan Reeve's original News Station program.

The Companion makes it much easier to prepare a banner for a News Station page using the "plate manipulator." A banner is prepared by entering copy and the program then centers the copy creating side-by-side NS plates.

A second Companion feature makes it possible to transfer longer files from disk to News Station plates. The original program limited the transfer to no more than one plate could hold, but Companion eliminates that problem.

The Companion fixes a problem with the original that split Koala graphics when transferred (a problem I solved by converting those files to Micro-Painter format which did load.)

The News Station Librarian is the fourth feature. NS pages required 416 sectors to store on disk. The librarian feature of NS Companion cuts down on the space needed to store a page.

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PAGE MEETS AT GLORIA DEI SCHOOL

LOCATED ON FOX HILL ROAD
OPPOSITE FROM WILLOW OAKS
SHOPPING CENTER, HAMPTON,
VIRGINIA ON THE FIRST AND
THIRD FRIDAY OF THE MONTH

P.A.C.E. WORLD

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